Amendment to the Specification:

Please replace the Abstract with the following paragraph:

A method for rasterizing an edge includes determining an area projected by the edge in a pixel it touches. The projected area is first set equal to a unit area projected by the edge in one unit step. If a starting point of the edge is located in the pixel, an excessive projected area attributed to the edge before the starting point is subtracted from the projected area. If an end point of the edge is located in the pixel, another excessive projected area attributed to the edge after the end point is subtracted from the unit area from the projected area. If the edge crosses the pixel, then a carryover projected area attributed to the edge in a preceding pixel is added to the projected area.

~~A method for determining a projected area of an edge along a major direction in a pixel includes determining if the edge is at a starting point located inside the pixel and determining if the edge is at an end point located inside the pixel. If the edge is at a starting point located inside the pixel, the method includes determining a first excessive area and decrementing the projected area in the pixel by the first excessive area. If the edge is at an end point located inside the pixel, the method includes determining a second excessive area and decrementing the projected area by the second excessive area.~~

Please insert before the heading "Field of Invention" the following heading and paragraph:

CROSS REFERENCE TO RELATED APPLICATIONS

[000.1] This application is related to U.S. patent application no. 10/614,876, attorney docket no. ARC-P121, entitled "GRAPHIC ENGINE FOR APPROXIMATING A QUADRATIC BEZIER CURVE IN A RESOURCE-CONSTRAINED DEVICE," U.S. patent application no. 10/614,883, now U.S. patent no. 6,876,366, attorney docket number ARC-P122, entitled "GRAPHIC ENGINE FOR HANDLING SUB-PIXEL REGIONS IN A RESOURCE-CONSTRAINED DEVICE," and U.S. patent application no. 10/614,945, attorney docket no. ARC-P123, entitled "GRAPHIC ENGINE FOR FILL STYLE TRANSFERRING IN A RESOURCE-CONSTRAINED DEVICE," which are concurrently filed, commonly assigned, and incorporated herein by reference.

Please replace paragraph [0007] with the following paragraph:

[0007] Fig. [[6]] 6A is a flowchart of a method to split a curved edge with a y-inflection into two y-monotone curved edges in one embodiment of the invention.

Please replace paragraph [0008] with the following paragraph:

[0008] Fig. [[6A]] 6B illustrates a curved edge that is divided into two monotone curved edges in one embodiment of the invention.

Please replace paragraph [0101] with the following paragraph:

[0101] As described above, method 300 is used to divide a y-monotone curved edge into straight edges. Thus, a curved edge having a y-inflection point (either a maximum or a minimum) must be first divided into two y-monotone curved edges. Fig. [[6]] 6A illustrates a method 350 for dividing a curved edge 380 (Fig. [[6A]] 6B) into two monotone curved edges.

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